NTR-AMOE-USA

SUPER MONKEY BALL™

Touch & Roll

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

Official Nintendo Seal

Important Legal Information

EVERYONE

E ™

Mild Cartoon Violence

ESRB CONTENT RATING   www.esrb.org

LICENSED BY

Nintendo®

Thank you for purchasing **SUPER MONKEY BALL™ Touch & Roll**. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.

TABLE OF CONTENTS

⚠ **CAUTION - Stylus Use**
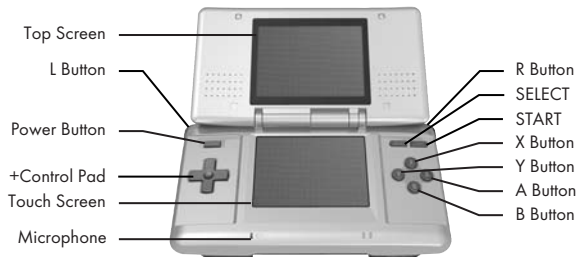To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

CONTROLS

Top Screen

L Button

Power Button

+Control Pad

Touch Screen

Microphone

R Button

SELECT

START

X Button

Y Button

A Button

B Button

You can only use the Touch Screen to touch and control. Nothing will happen if you touch the Top Screen. Also, please avoid touching the Touch Screen with anything other than the Nintendo DS Stylus or the Nintendo DS Wrist Strap.

When you are not playing the game, you can close the screen to switch the Nintendo DS to Sleep Mode and preserve battery life. The DS will be active as soon as you open the screen.

Top Screen

Touch Screen

🍌 MENU CONTROLS

There are two types of controls for the menu screens. Use whichever is easier for you.

Touch Screen and Stylus

Double-touch the menu item on the Touch Screen to advance. For example, touch ❶ to select MONKEY RACE. Touch ❷ to cancel or go back one step. To begin the game, touch ⬚⬚⬚⬚⬚⬚ displayed at the bottom of Game Settings Screen.

Top Screen

Touch Screen

+Control Pad and Buttons

You can also use the buttons for menu controls. Use +Control Pad to select the menu item, and press the A Button to advance. Press the B Button to cancel or go back one step.

🍌 PAUSE MENU

Press START to pause the game and open the Pause Menu. Select Continue to resume the game, Quit to exit the game.

🍌 OTHER BUTTON CONTROLS USED IN THIS GAME

L Button + R Button + START + SELECT	**Return to Title Screen.**
L Button + R Button + A Button + B Button + X Button + Y Button	**Press and hold at startup to reformat data.**

The controls for the actual games will be explained separately in each game section.
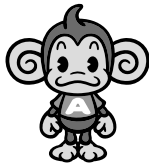
CHARACTERS

There are four cute monkeys starring in this game. Enjoy the game using your favorite monkey!
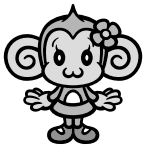
AiAi

A high-spirited monkey who just can't get enough bananas. He can be scatterbrained at times, but he is very reliable when it counts.
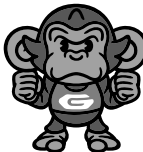
MeeMee

A stylish monkey who is adored by all the other monkeys. She loves AiAi, and hopes she will marry him one day.

Baby

He is the son of AiAi and MeeMee, travelling back from the future. Although still young, he is reliable like his mother.

GonGon

This powerful monkey trains every day to become the strongest monkey. Although a bit rowdy, you just can't hate this big guy.

6

STARTING THE GAME

At the Title Screen, touch AiAi (or press START) to display the Main Menu Screen. Touch one of the icons displayed to select and enter the mode.

SINGLE PLAYER

Play in one-player mode. Select either the Main Game (p.8) or the Party Games (p.11).

MULTIPLAYER (p.30)

Play a party game in Multiplayer mode using Nintendo DS Wireless Play.

OPTIONS (p.36)

View rankings of Single Player Party Games, or the staff credits.

🍌 NOTE ON LANGUAGE SETTING

The game language reflects the Screen Language setting of the Nintendo DS Setting Menu, and is available in English, French, Spanish, German and Italian.

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MAIN GAME

Roll and guide the monkey-in-a-ball towards and across the goal within the time limit, while avoiding fallouts. The Main Game can only be played in SINGLE PLAYER.

GAME SCREEN

❶ Name of the Current Stage
❷ Score
❸ Time Remaining — Fail if the time reaches zero
❹ Number of Monkeys (lives) Left
❺ Current Velocity
❻ Number of Bananas

Top Screen
Touch Screen

CONTROLS

In this game, all you have to do is to roll the ball. The game can be controlled with the Stylus and/or the +Control Pad. One of the controls may be more advantageous depending on the stage, so try both.

Touch Screen and Stylus

Simply move the Stylus on the Touch Screen to control the direction of the ball: touch upper half to roll forward, lower half to roll backward, and left/right to turn. To slow down, either lift the Stylus or touch the opposite direction.

+Control Pad

The ball rolls in the direction the +Control Pad is entered. Press and hold in the same direction to speed up.

CHALLENGE MODE

This is a mode where you play and clear 10 stages of the selected World. The monkeys' abilities are the same, so choose any monkey you like. Clear each stage to advance to the next challenge. Clear each World to unlock new Worlds.

❶ Camera Icon (see REPLAY, p.10)

You will lose one life for either falling off the stage (Fallout) or failing to cross the goal within the time limit. The game will be over if you lose all of your lives, but if you collect 10 bananas you will gain one life. Also, by meeting certain conditions, you will be able to play the hidden Worlds. In a Bonus Stage, even if you don't clear within the time limit, you will not lose a life.

In Challenge Mode, the game data will be saved automatically after clearing each World. If you end gameplay before clearing the World, the data will not be saved, and you must restart from Stage 1.

PRACTICE MODE

Select from the available stages of the Worlds in Challenge Mode and play them over and over again! If there is a stage you're having trouble completing in Challenge Mode, practice it here. If you wish to quit, press START and select **Quit**.

REPLAY

While in either Challenge or Practice Mode, a Camera Icon will be displayed at the bottom center of the Touch Screen whenever you clear or fail the stage. Touch the Camera Icon to save the replay of the Stage you've just cleared or failed.

When you select **Replay** from the mode screen, a list of saved replays will be displayed. First touch the replay data, then touch ❶ to view replay data, or ❷ to erase the data. To end the replay, touch ❸ while the replay is playing.

PARTY GAMES

There are six Party Games in Super Monkey Ball Touch & Roll. Learn the rules to each game and enjoy playing against COM or other players.

MONKEY RACE (p.12)

Race against other monkeys.

MONKEY FIGHT (p.15)

Knock other monkeys off the stage!

MONKEY BOWLING (p.18)

Play a game of bowling.

MONKEY HOCKEY (p.21)

Play hockey with a twist.

MONKEY WARS (p.24)

Play in a shooting battle against other monkeys.

MONKEY MINI GOLF (p.27)

Play mini golf on a variety of courses.

🍌 DS WIRELESS COMMUNICATIONS FOR MULTIPLAYER PLAY MODE

Select **MULTIPLAYER MODE** in the Main Menu, and you'll be able to play Party Games with up to four players. Gather your friends and enjoy the game. For more details, please see MULTIPLAYER (p.30).
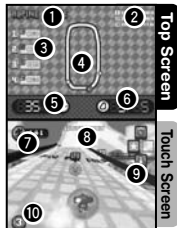
MONKEY RACE

Race against other monkeys!

GAME SCREEN

❶ Name of the Course
❷ Lap Time
❸ Order
❹ Course Map
❺ Time Remaining
❻ Lap (current/total)
❼ Current Velocity
❽ Total Time
❾ Item(s) in Possession
❿ Current Position

Top Screen

Touch Screen

CONTROLS

Roll (Touch Screen and Stylus)

The ball rolls in the direction you touch and move the Stylus. The ball will roll faster by touching farther out in front. Touch behind the ball to slow down.

Use Item (+Control Pad/A/B/X/Y Buttons)

Press the corresponding direction on the +Control Pad to use your collected items. Alternately, you can use the A/B/X/Y Buttons to use the items in respective locations.

Touch Screen

GAME MODES

One Course (Single Player/Multiplayer)

Select a course, and compete against the COM or other players.

Grand Prix (Single Player/Multiplayer)

Race through all courses and compete for the total points. You earn points based on your placement in each race.

Time Attack (Single Player)

Select a course and aim for the best time. Note that there are no Game Settings for this mode.

GAME SETTINGS

LAPS (1~50)
Select the number of laps you must go around the track. Available with One Course race only.
COM (OFF/ON)
Allows COM players to participate. Not available with Single Player, since you will be competing against the COM players.
ITEMS (OFF/ON)
Allows the use of items.
HANDICAP (OFF/ON)
Available with Multiplayer only. With the setting **ON**, the speed of the players who are behind will be slightly increased.

If you touch a "?" marked box, you get an item. But which item you'll be getting is anyone's guess. Note that you can only hold up to four items.

⭐ SPEED STAR

Increase your speed for a limited time.

🎳 BOWLING BOMBER

Roll a bomb that will explode on contact with your opponent.

🚀 HUNTER MISSILE

Fire missiles at all opponents in front of you.

🍌 BANANA PEEL

Drop a banana peel on the ground, causing the opponent who rolls over it to slip and lose control.

🧊 ICE CUBE

Turn your opponent into an ice cube for a limited time, and make him/her slip.

⚫ METAL BALL

Bounce off your opponent on contact, or bounce back any opponent's attack for a limited time.

MONKEY FIGHT

Knock other monkeys off the stage!

❶ Name of the Stage
❷ Stage Map
❸ KO Points & Rounds Won
❹ Time Left. Displayed with Normal rule only
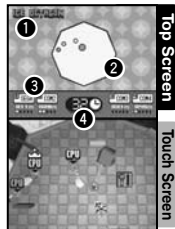
Roll (Touch Screen and Stylus)

The ball rolls in the direction you touch and move the Stylus. Avoid opponents' punches and wait for the perfect time to attack.

Punch (L/R Button)

Press either L Button or R Button to punch in the direction you are facing. You can punch with more power if you hold the button longer and then release. You score KO Points for successfully hitting the opponent, but will score even better if you can knock him/her off the stage.
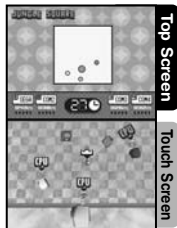
In Monkey Fight, rather than selecting the game mode, you'll be selecting the following rules from the Game Settings.
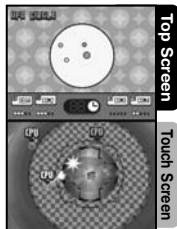
Normal (Single Player/Multiplayer)

Against COM or other players, you compete for the most KO Points within the time limit. If there is a tie on the final round, the players will play an extra round for sudden death.

Top Screen

Touch Screen

Survival (Single Player/Multiplayer)

Fall off the stage and you're out. With no time limit, the last one standing on the stage is the winner.

Top Screen

Touch Screen

RULE (NORMAL/SURVIVAL)
Select the game rule.
WIN(S) (1~5)
Selects the number of winning rounds needed to win the match.
COM (OFF/ON)
Allows COM players to participate. Not available with Single Player, since you will always compete against the COM players.

Punch the item box on the stage to break it open, then touch it to get it. Your punch will be powered up in three different ways.

LONG PUNCH
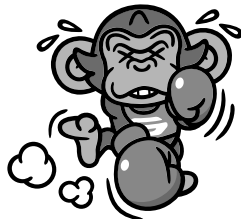
The reach of your punch becomes longer.

SPINNING PUNCH

Deliver a spinning punch to the opponents around you for a limited time.

BIG PUNCH

The size of your glove increases.

MONKEY BOWLING

Play a game of Bowling, and knock down all the pins!

GAME SCREEN

❶ **Pins Remaining**
❷ **Position of the Ball**
❸ **Spin Icon**

CONTROLS

Position the Ball (Touch Screen and Stylus)

Slide the ball left/right behind the line to select the position to throw the ball, then lift the Stylus.

Spin the Ball (Touch Screen and Stylus)

You can spin the ball once per throw. First, touch the Spin Icon to display the enlarged image of the ball. Then, slide the Stylus in a circular motion within the ball. The length of the arrows above indicate the amount of spin and its direction. You can reposition the ball after spinning, but as time passes, the spinning power may decrease.

Throw the Ball (Touch Screen and Stylus)

Slide the Stylus from the ball towards the top of the Touch Screen as if to draw a line. The ball will be thrown in that direction. The faster you draw a line, the stronger you will throw.
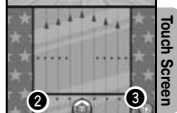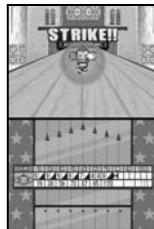
GAME MODES

Standard (Single Player/Multiplayer)

You throw twice in a frame and compete for the most points in 10 frames.

Scoring

You score a point for each pin knocked down. Here is a guide to read the score card.

STRIKE
Knock down all 10 pins on your first throw of the frame. The points for the next two throws will be added to your score as a bonus.

SPARE
Knock down all 10 pins with two throws. The points for the next throw will be added to your score as a bonus.

G GUTTER
If the ball drops off the lane, it's a fallout (gutter). You score zero for the throw.

Note: There are no Game Settings for Monkey Bowling.

Challenge (Single Player)

There are 10 pin patterns, and for each pattern you must knock out all pins in one throw. The game will be over either when you clear all pin patterns or when all the misses allowed are used up.

Select a pattern to play!
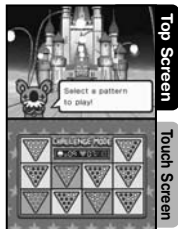
MONKEYS' ABILITIES

The abilities of the monkeys differ in this game, so take this into consideration when selecting the character to use in Monkey Bowling.

AiAi (Standard Type)
Balanced abilities between power and spins.

MeeMee (Better Spins)
Though she lacks power, she can throw with sharp spins.

Baby (Better Control)
Very weak in power and spins, but easier to aim.

GonGon (Power Type)
Though he can't spin well, he can throw with power and speed.

MONKEY HOCKEY

Play a game of Hockey with an interesting twist.

GAME SCREEN

❶ Ball
❷ Mallet (Smasher)
❸ Opponent's Score
❹ Your Score
❺ Stylus Icon
❻ Line Gauge
❼ Item Zone

CONTROLS

Move the Mallet (Touch Screen and Stylus)

Touch the mallet (or Smasher, see below) and slide to move your mallet freely. Hit the ball with your mallet and bounce it back towards the goal in the opponent's area (Top Screen side).

Draw a Smasher (Touch Screen and Stylus)

In Line Smasher, you draw your own mallet, called a Smasher. Draw a line or shape on your side of the court. The amount you can draw depends on the amount on the Line Gauge. The Line Gauge recovers when the ball is in the opponent's side or when either side scores.

Redraw a Smasher (Touch Screen and Stylus, or L/R Button)

Line Smasher only. Your Smasher may break when hit by opponent's blazing smashes. In such cases, either touch the Stylus Icon or press the L/R Button to erase your current Smasher in use, and redraw it.
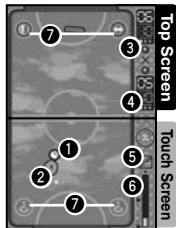
In either mode, **Singles** is played one-on-one, **Doubles** is played two-on-two. If you select Doubles with Single Player play, the COM will control your partner. Shoot the ball into the opponent's goal to score.

Top Screen
Touch Screen

Line Smasher (Single Player/Multiplayer)

In this mode, instead of using a normal mallet, you "draw" your own mallet called "Smasher" to bounce the ball.

Classic (Single Player/Multiplayer)

Use the regular mallet to play.

Top Screen
Touch Screen
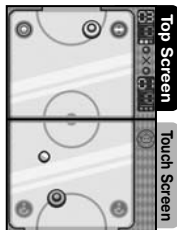
POINT(S) (1~99)
Selects the amount of points needed to win a set.
WIN(S) (1~3)
Selects the number of set(s) needed to win a match.
SERVICE (YOU/OPPONENT)
Selects which player to serve first.
ITEMS (OFF/ON)
Allows the use of items.

When the ball enters the item zone, the displayed item will immediately come into effect. If the color of ball is the same as yours, you get the item; if it's the same as the opponent's, he/she gets it.

CLOSE

Your goal becomes narrower, making it easier to defend.

OPEN

The opponent's goal becomes wider, making it easier for you to score.

LONG

Appears only in Line Smasher. The amount of your Line Gauge increases.

SHORT

Appears only in Line Smasher. The amount of the opponent's Line Gauge decreases.

BIG

Appears only in Classic. Your mallet becomes bigger.

SMALL

Appears only in Classic. The opponent's mallet becomes smaller.

+BALL

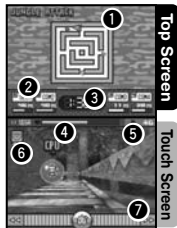Appears only in Singles. A second ball appears on the court.

MONKEY WARS

A shooting battle between you and other monkeys!

GAME SCREEN

❶ Stage Map
❷ Life/Points for each player
❸ Time Left
❹ Your Life
❺ Your Points
❻ Weapon in Use/Bullets Remaining
❼ Turn Panel

Top Screen

Touch Screen

CONTROLS

Shoot (Touch Screen and Stylus)

Touch the Touch Screen, and you will shoot in that direction. Touching once shoots once. To shoot in succession, touch repeatedly.

Move (+Control Pad)

Use the +Control Pad to move in the direction relative to where you are facing. Look at the Stage Map to verify your position.

Turn Around (Touch Screen and Stylus)

Touch the Turn Panel and slide left/right to turn yourself. Alternately, you can turn yourself simply by touching either of the arrows at the end of the Turn Panel.

GAME MODES

There is only one mode to this game, played either Single Player or Multiplayer, with three different stages (maps) to choose from. Shoot to hit and defeat your opponents to score. The player with the most points when the clock runs out is the winner of the game.

Top Screen

Touch Screen

GAME SETTINGS

TIME (1/3/5/7)
Selects the time limit of the game.
RADAR (OFF/ON)
When On, displays the opponents' locations on the map.
COM (OFF/ON)
Allows COM player(s) to participate (only in Multiplayer).

24

25

Various items appear on the stage. Touch one to power up your attack. Note that your attack reverts to normal when you run out of ammunition.

POPCORN

Though weak in power, you can distract your opponents by bouncing them into the air.

WATERMELON SEED

Like a machine gun, you can shoot rapidly in succession to blow your opponent away.

PINEAPPLE BOMB

Pineapple-shaped grenade which damages opponents around the explosion.

BANANA

Recovers your life.

HONEY

Very sticky ammunition. It will slow down the opponent.

CREAM PIE

The victim's vision is obstructed, making it harder for the player to see their own game screen.

POWER BALL

Though slow moving, they deal high damage on impact.

MONKEY MINI GOLF

Play a game of Mini Golf with a variety of courses!

❶ Current Hole
❷ Hole Distance
❸ Height Difference
❹ Stroke Number/Par
❺ Course Map
❻ Camera Icon
❼ Your Ball
❽ Putt Icon

Top Screen
Touch Screen

Aim (Touch Screen and Stylus)

The arrow next to the ball indicates the direction of your putt. Touch in any direction, relative to the ball, to move the arrow. If you'd like to adjust the aim slightly, touch either of the triangle icons at left/right edge of the screen.

Top Screen
Touch Screen

### Hit the Ball (Touch Screen and Stylus)

Touch the Putt Icon to switch to the Putt Mode. Touch the putter and slide along the graph. The higher your swing is, the farther the ball travels. Slide the putter back quickly to the neutral position to hit the ball. Note that if you remove your Stylus from the Touch Screen, you will need to restart your putt.
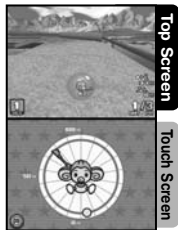
Move Camera (Touch Screen and Stylus)

Touch the Camera Icon to switch to Camera Mode. By sliding the camera, you can view the course from different angles.

❶ Slide vertically to change camera height.
❷ Slide to move camera.
❸ Slide to change direction of the camera.
❹ Exit Camera Mode.
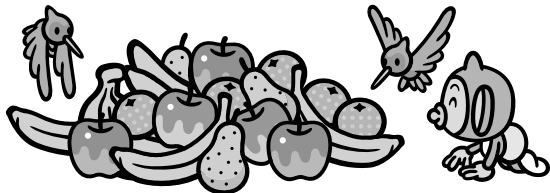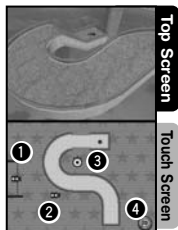
GAME MODES

Stroke Play (Single Player/Multiplayer)

Sink the ball into the hole in the least number of putts as possible. If the ball drops off the course (OB), you will hit again from the last-hit point with one penalty stroke. You will be forced to give up the hole if you don't sink the ball by the ninth stroke, advancing to the next hole automatically.

Time Attack (Single Player/Multiplayer)

Compete for the quickest time to sink the ball into the hole. While the number of putts will not be counted towards the final result, the ball must be sunk into the hole within nine putts for any given hole. Fail to do so and you will be forced to give up. In Multiplayer, everyone plays simultaneously, and the first player to sink the ball into the hole wins the hole. Note that the hole is tied if no player reaches the hole by the ninth putt.

Match Play (Multiplayer)

Multiplayer Mode for two players. The player with the least putts wins the hole, and the player with the most holes won wins the match.

GAME SETTINGS

HOLES (1~18)
Number of holes to play. Note that your score will be ranked only if you play all 18 holes.

MULTIPLAYER MODE

In Multiplayer Mode, you can enjoy Party Games with your friends using the DS Wireless Communications.

Up to four players can play together, each with his/her own Nintendo DS system and the Game Card. One player becomes a "Boss" and creates a group. Others become a "Lackey" and choose which group to join. The Boss is the decision maker who selects the game and settings, and begins the game.

Top Screen

Touch Screen

Be the Boss

After you create a group, select which of the Party Games to play and the settings.

DS Download Play

Please see the facing page for details.

Be a Lackey

Select a group to join for the DS Wireless Play. Up to four available groups will be displayed. The game begins when the Boss starts it.

During wireless gameplay, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Up to four players can play together using only one Game Card. Here, the Nintendo DS system with Game Card will be called "host," while the other system(s) will be called "guest(s)." Note that there will be some limitations to the games you can play. Also, it will take a little time for the guest(s) to download the game from the host's system.

Top Screen

Touch Screen

🍌 HOST

After you select DS Download Play, you will wait for the guest(s) to join. When the desired number of guest(s) has joined, press the A Button to allow the guest(s) to download the game. Once the downloading is complete, select the game to play.

🍌 GUEST(S)

Guests will download the game from the host's system. After the downloading is complete and the host selects the game, the game begins.

CAUTION
If any player's system enters Sleep Mode during the DS Wireless Communications, the communication will halt, ending the gameplay.

GAMES AVAILABLE FOR DS WIRELESS COMMUNICATIONS

The following games are available for Multiplayer play.

DS WIRELESS PLAY

With the exception of Time Attack (Monkey Race) and CHALLENGE (Monkey Bowling), you can enjoy all Party Games. You can also change the Game Settings freely.

DS DOWNLOAD PLAY

You will have a choice of the following three games. Also, the characters will be fixed as follows:
1P (host) = AiAi, 2P = MeeMee, 3P = Baby, 4P = GonGon.

MONKEY RACE

Alpine Route of the 1 Course Race only. Game Settings are fixed as follows:
LAPS=3, COM=ON, ITEMS=ON, HANDICAP=ON

MONKEY WARS

Jungle Attack only. Game Settings are fixed as follows:
TIME=3, RADAR=ON, COM=ON

MONKEY HOCKEY

Doubles of the Classic mode only. 1P and 3P team up against 2P and 4P. Game Settings are fixed as follows:
POINT(S)=5, WIN(S)=1, SERVICE=YOU, ITEMS=ON

DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need
• Nintendo DS System . . . . One for each player
• Nintendo DS "SUPER MONKEY BALL Touch & Roll" Game Card . . . . one

Connection Procedures

Host System:
1. Make sure that the power is turned off on your DS before you insert the Game Card into the system.
2. Turn the power on. If the Start-up Mode of your system is set to **MANUAL MODE**, the Nintendo DS Menu Screen will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **SUPER MONKEY BALL Touch & Roll** NINTENDO Panel.
4. Now, follow the instructions on page 31.

Client System:
1. Turn the power on. The Nintendo DS Menu Screen will be displayed.
   NOTE: Make sure the Start-up Mode of your system is set to **MANUAL MODE**. For further details on how to set up the Start-up Mode, please refer to the Nintendo DS Instruction Booklet.
2. Touch **DS DOWNLOAD PLAY**. The Game List Screen will appear.
3. Touch the **SUPER MONKEY BALL Touch & Roll** NINTENDO Panel.
4. You will be asked to confirm your choice. Touch **YES** to download game information from the Host System.
5. Now, follow the instructions on page 31.

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need
• Nintendo DS System . . . . .One for each player
• Nintendo DS "SUPER MONKEY BALL Touch & Roll" Game Card . . . One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the Start-up Mode of your system is set to **MAN-UAL MODE**, the Nintendo DS Menu Screen will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **SUPER MONKEY BALL Touch & Roll** NINTENDO Panel.
4. Now, follow the instructions on page 30.
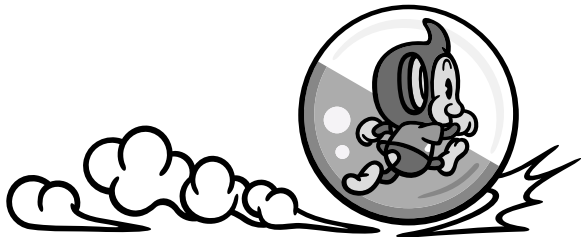
For best results when using the wireless communications feature, follow these guidelines.
The ▨ icon is an indicator of wireless communications. It appears on the Nintendo DS Menu Screen or Game Screen.
The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on airplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.

Within 30 feet

The ▨ icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communication play.

0   1   2   3

Weak ⟵⟶ Strong
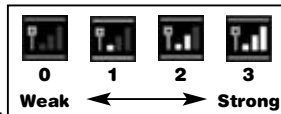
When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:
• Begin with the distance between systems at about 30 feet (10 meters) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
• Keep the maximum distance between systems at 65 feet (20 meters) or less.
• The systems should face each other as directly as possible.
• Avoid having people or other obstructions between the Nintendo DS systems.
• Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.
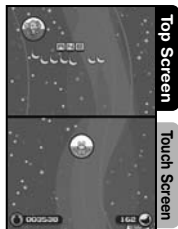
OPTIONS

RANKINGS

You can view the top three scores for each of the Party Games (Single Player only). Hone your skills and aim for high scores.

Top Screen

Rankings

Touch Screen

STAFF CREDITS

This option is enabled when you clear a world in the Main Game, allowing you to view a list of people who were behind this game. When a monkey ball appears at the bottom of the Touch Screen, touch and slide upwards and hit the letters to get your bananas.

Top Screen

Touch Screen

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:
• Website: www.sega.com/support
• E-mail: support@sega.com
• Telephone: 1-800-USA-SEGA

To register this product, please go to www.sega.com